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SEGA® SONIC TEAM™ Wii™

EVERYONE 10+ ™

E 10+

Animated Blood
Fantasy Violence

ESRB CONTENT RATING www.esrb.org

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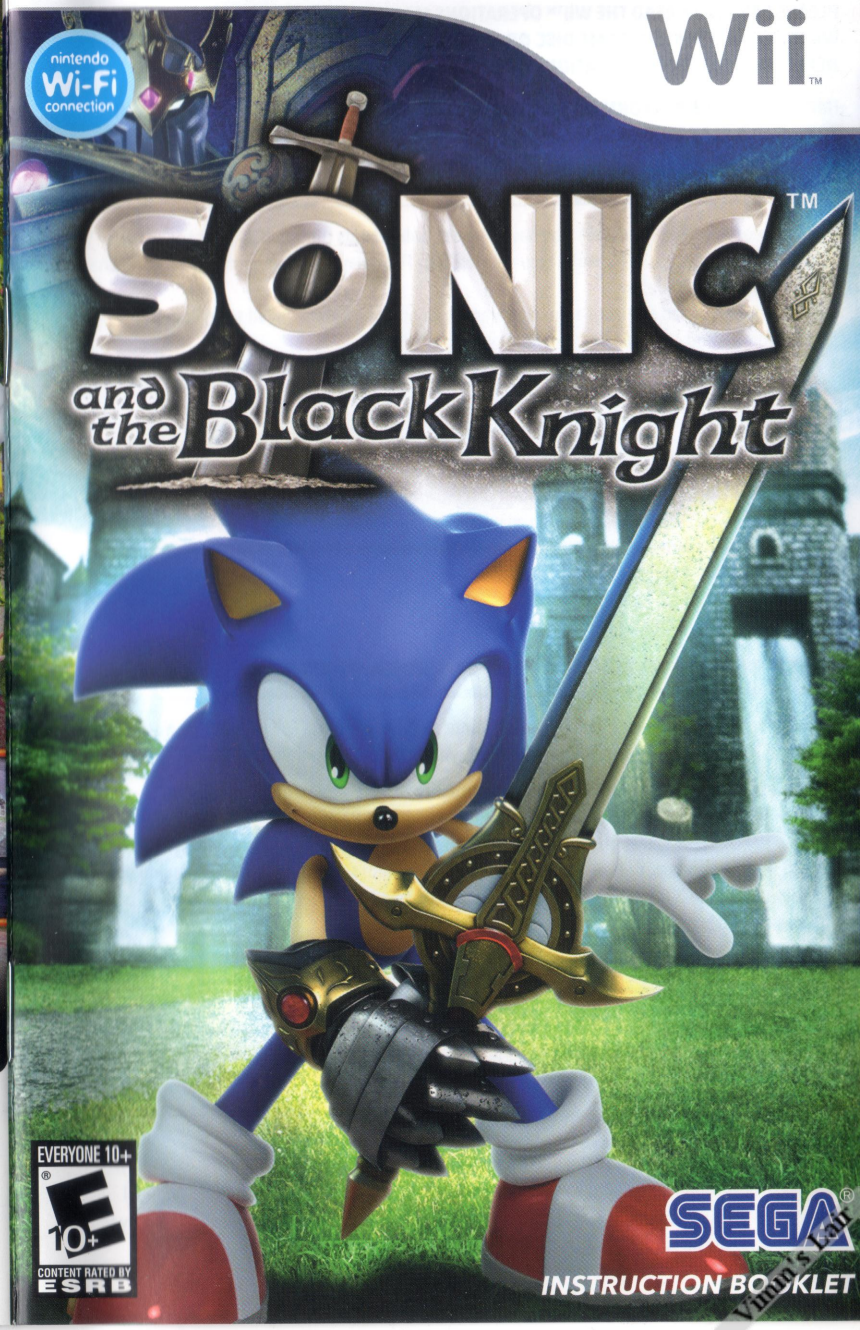
nintendo Wi-Fi connection

Wii™

SONIC™ and the Black Knight



EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

SEGA®

INSTRUCTION BOOKLET

Vimm's Lair

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

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Vimm's Lair

Thank you for purchasing *Sonic and the Black Knight*™. Please note that this software is designed only for use with the Wii™. Be sure to read the instruction booklet thoroughly before you start playing.

SONIC™ and the Black Knight

Story 3
Characters 4
Basic Controls 5
Getting Started 8
Adventure Mode 10
Battle Mode 16
Ranking Mode 18
Treasury Mode 19
Gallery Mode 20

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

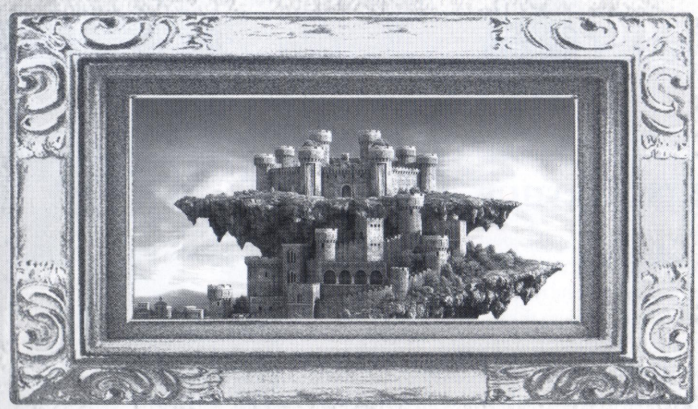
STORY

One day while Sonic is waiting for a potentially stressful encounter with Amy, he is abruptly summoned into the book of *King Arthur and the Knights of the Round Table*™ by Merlina, the Royal Wizard of Camelot. She is being hunted down by King Arthur himself and begs Sonic to help her save the fabled kingdom.

Our blue hero immediately finds himself in the middle of the action where he is greeted by a not-so-noble looking king. The once beloved ruler is now bewitched by the power of the mighty Excalibur's scabbard, and as the Black Knight, he is spreading terror throughout Camelot.

To defeat the evil king, Sonic will partner up with Caliburn, a sacred sword with a proud manner. Sonic must learn to properly handle the blade as an honorable knight and prove he is worthy of challenging the great king.

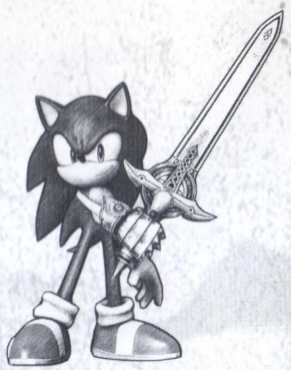
Meeting familiar faces along the way, Sonic must defeat the evil Arthur and ultimately find a way to restore Camelot.



Vimm's Lair

CHARACTERS

SONIC THE HEDGEHOG & CALIBURN



The world's fastest hedgehog, who is never far from chaos, has an exciting new mystery to unravel. In this tale, he will start out as an apprentice and work his way up to earn the honorable title of a knight. Guided by his sacred sword Caliburn, he'll be a knight unlike anyone King Arthur has seen before. Worry not, good people of Camelot, the amazing duo shall bring peace to the kingdom and Sonic will be praised as one of the greatest knights of all time.

MERLINA

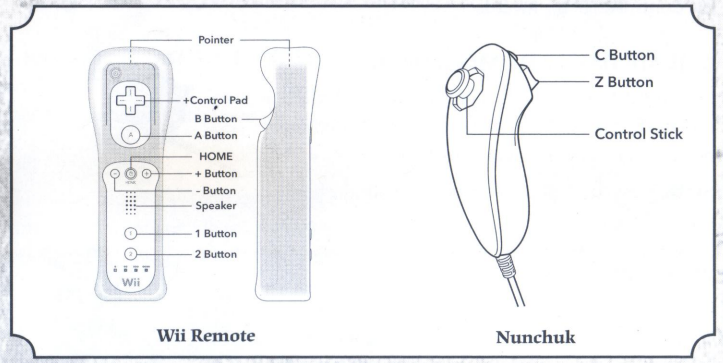
The Royal Wizard of Camelot, Merlina is the granddaughter of the legendary Merlin. When King Arthur turned evil, Merlina used her magic to summon Sonic to help her save the kingdom.

KING ARTHUR

The legendary king is best remembered as a loyal monarch who wielded Excalibur. However, now he rides a black steed and leads knights from the underworld, spreading terror throughout the kingdom. The Black Knight's tyrannical grip on Camelot has never been challenged... until now.

BASIC CONTROLS

This game is played using a Wii Remote™ with a Nunchuk™. See the Wii instruction booklet for details on how to connect the Wii Remote and the Nunchuk. Note also that the speaker and rumble functionality of the Wii Remote can be adjusted from the Home Menu.

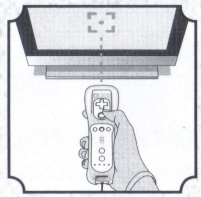


Wii Remote **Nunchuk**

MENU AND SELECTION SCREEN

CONTROL STICK +CONTROL PAD	Move cursor to select game mode or menu item
Wii REMOTE POINTER	Move Pointer
A BUTTON	Enter selection
B BUTTON	Cancel / Back

USING THE POINTER



The Pointer appears as a rotating X-mark on certain selection screens. To select on-screen items, simply point the Wii Remote at a specific place on the screen (above a screen item) and press the A Button to confirm your selection.

NOTE: An icon (left) will be displayed on the bottom left of your screen when the Pointer is available to use.

Vimm's Lair

BASIC ACTIONS

MOVE / DASH

Tilt the Control Stick a little to walk and a lot to run.

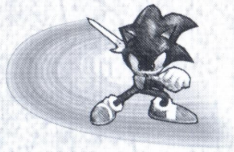
JUMP

Press the A Button to jump. For a low and short hop, tap the A Button quickly; and for a back flip, tap the A Button while tilting the Control Stick backwards.

JUMP DASH / HOMING DASH

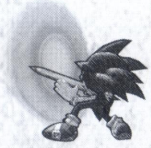
Press the A Button during a jump to zoom forward in midair. It is possible to home in on target enemies or objects that are within attacking range.

NOTE: Press the A Button during a midair dash to cancel the move.



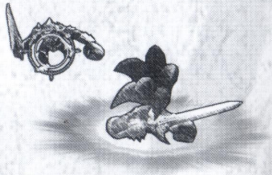
SWORD

Flick the Wii Remote to attack with your sword. Slash repeatedly and use it while moving for different attacks.



GUARD

Press and hold the Z Button to block enemy attacks. Guard will disengage if the action is held continuously.



LOCK-ON

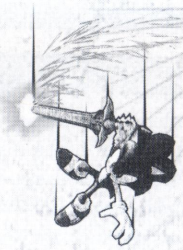
Press the B Button to trigger a special move known as the Soul Surge (p.12). When an enemy is not in range, Sonic will keep running at high-speed.

NOTE: Lock-on is not available during certain actions such as Grinding (p.7).

KICK (DURING SOUL SURGE)

Flick the Nunchuk when encountering enemies or objects during a Soul Surge to perform a kick. This is used to bump enemies and to trigger reactions in certain objects.

SPECIAL ACTIONS



WALL SLIDE / WALL CLIMB

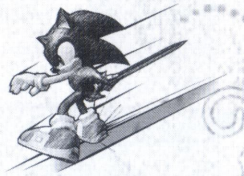
In certain places, Sonic will need to slide down or climb up a wall using the sword.

Ⓐ : MOVE UP Z : STOP

◎ (left/right) & Ⓐ : MOVE LEFT OR RIGHT

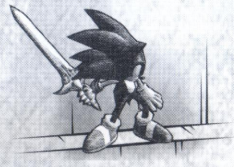
Swing : ATTACK WITH SWORD

NOTE: Sonic will slide down the wall automatically while in the neutral state.



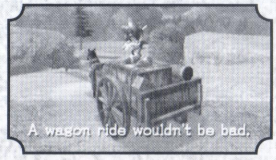
GRINDING

Hopping onto ropes, rails and edges will allow Sonic to slide forward quickly, following the trail. Jump and attack while you are Grinding to safely advance ahead.



WALL SHUFFLE

There are situations where Sonic must move along the ledge with his back against the wall. Tilt the Control Stick left or right to safely cross the narrow path. If you lose your footing but Sonic is still hanging on the edge, quickly shake the Wii Remote to reposition yourself.



HORSE-DRAWN WAGON

Horse-drawn wagons and other rides will be available along the way. Similar to Grinding, you must also defend yourself to survive the ride.

ACTS OF CHIVALRY

Depending on the Mission, you will find various townspeople to interact with. An on-screen prompt will indicate when such an interaction is possible. If you have enough Rings, pressing the Z Button will trigger a quick time interaction where you must press each of the corresponding buttons within the set time. If the interaction is successful, the Rings will be traded with an item they will offer.

Vimm's Lair

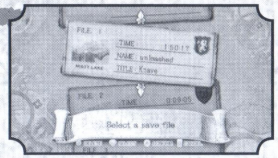
GETTING STARTED

TITLE SCREEN

Press both the A and B Buttons simultaneously at the Title screen to display the following options. If there are no previous save records of this game stored on your Wii Console, the game will immediately jump to the Name Input screen before you can start the game.

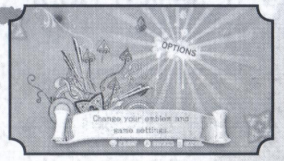
CONTINUE	Automatically load the game that was last played.
NEW GAME	Start a new game by creating a new game save data with a unique user name.
LOAD	Access the Load screen to manually select previously saved games/user profiles.

GAME SAVES



Your progress, results and settings of this game are automatically saved onto your Wii Console. Up to six different games/user profiles can be saved. Note that these records are classified by the name you enter from the Name Input screen, which can be changed via the Options screen found at the Main Menu.

MAIN MENU



Once your profiles are loaded, the game will start from the Main Menu. Press the Control Stick/+Control Pad up and down to scroll through the following menu options:

ADVENTURE (P.10)	This single-player mode allows you take the role of Sonic to save Camelot.
BATTLE (P.16)	Multiplayer battles are played by two to four players.
RANKING (P.18)	Play through a Mission and upload your records to the online leaderboards.
TREASURY (P.19)	Check all of the items you've collected in Adventure mode.
GALLERY (P.20)	Unlockable content including artwork, music and movies is stored here.
OPTIONS (P.9)	Adjust various game settings. See facing page for available settings.

OPTIONS MENU

Use the Control Stick/+Control Pad or Pointer to select an option and press the A Button to access each setting. To modify the settings, simply highlight your desired option and press the A Button to confirm.

LANGUAGE SETTINGS

Change the language setting for the on-screen text and dialogue from the available languages.

DISPLAY SETTINGS

Toggle the screen image to SOFT/SHARP.

GAME SETTINGS

Turn the subtitles and hint voices ON/OFF during gameplay.

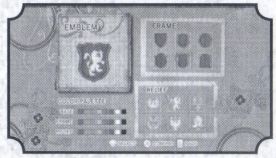
POINTER SETTINGS

Turn the option to have the Pointer available in certain selection screens ON/OFF.

CHANGE NAME

Access the Name Input screen to change the name of the current game profile you are playing. Use the on-screen keyboard to change the user name and press the A Button to confirm.

EMBLEM EDITOR



Access the Emblem Edit screen to modify the emblem used to identify your game records. Use the Control Stick/+Control Pad to select one of the Frame shapes and Relief images and then modify the color of each section from the Color Palette to produce a unique emblem of your own.

MULTIPLAYER SET UP

A maximum of four players can join a competition in Battle mode, and each player must have their own Wii Remote and Nunchuk to participate. To connect additional controllers, press HOME to access the Home menu and select the Wii Remote Settings option. The order in which you synchronize the Wii Remotes will determine the player number (1P to 4P) in Battle mode (p.16).

Vimm's Lair

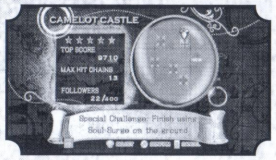
ADVENTURE MODE

MOVIES AND CUT-SCENES

The story of the game is presented before and after your Missions. Learn your next objectives from these narrative scenes. Press the + Button during the narrative if you wish to skip the presentation.

MISSION SELECTION

First, select an area on the map with your cursor or Pointer and press the A Button to zoom in on a selected area.



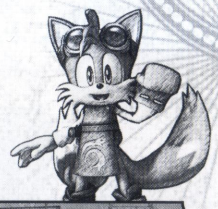
Next select a "NEW" Mission to advance the story. Mission objectives, as well as previous records of the selected Mission, will be displayed. Here are the five basic types of Missions available in Adventure mode:

GO FOR THE GOAL	Simply reach the goal area.
RAMPAGE	A set number of enemies must be defeated before you reach the goal.
RING-GIVER	Collect Rings and offer them to those who are in need. A set number of folks must receive your offerings before you reach the goal.
DEFEAT THE BOSS	A one-on-one duel with a boss. Inflict a certain number of hits to defeat them.
SPECIAL CHALLENGES	Read the on-screen objective and fulfill it to complete the Mission.

The ARE YOU READY? screen will be displayed once the Mission is confirmed. Select YES to start the Mission or access the Blacksmith screen once you find a Blacksmith who looks remarkably similar to one of Sonic's pals.

You can also select other Knights of the Round Table as you advance through the game. Once they are made available to you, the characters can be changed from here.

BLACKSMITH SCREEN

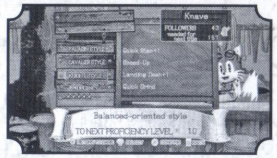


Access the Blacksmith screen to equip different items and change combat styles to adjust Sonic's abilities before you attempt the next Mission.

EQUIPMENT

Some items you pick up during the Mission can be equipped with beneficial effects. For example, you may receive more drop items or become immune to certain conditions. You can select one item for each slot.

STATUS



Changing your combat style according to the Mission can be a deciding factor when you are facing a difficult challenge. In the beginning you will only have one style to choose from, but others will become available as you advance through the story. Here are brief descriptions of all three combat styles:

KNIGHT STYLE	Sonic's default combat style. A good balance of sword and running abilities.
PALADIN STYLE	Your style of choice if you like to overpower the enemy knights with your sword.
CAVALIER STYLE	Your style of choice if you are aiming to clear the stage in record time.

IMPROVING COMBAT STYLES

The number of stars you receive at the end of each Mission (see p.14 -- Results Screen) will be accumulated to improve your combat styles. The number of stars required to reach the next Proficiency Level can be confirmed from the Status Screen where you change your combat style. By increasing a style's level, you will gain more skills that improve Sonic's actions/attacks to swiftly clear your Missions.

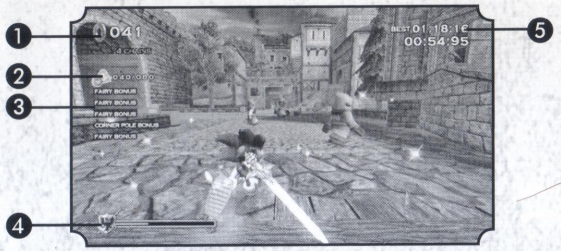
NOTE: Characters other than Sonic do not have Combat Styles. Instead, their respective weapons will improve with use.

Vimm's Lair

GAME SCREEN

This screen shows one of the Missions in Adventure mode.

Note that display items will vary by the type of Missions you take.



❶ **NUMBER OF RINGS:** You will lose several Rings if you receive damage (20 for boss). You are forced to return to a given point if you are damaged while you have no Rings.

❷ **MISSION OBJECTIVE COUNTER:** Depending on the Mission, completion of specific actions (such as an Act of Chivalry) will be displayed here.

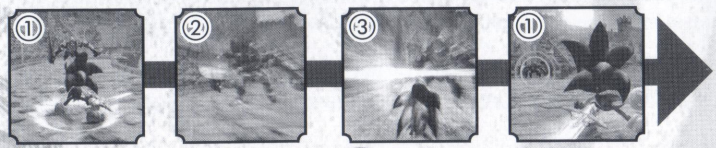
❸ **ACTION DISPLAY:** Actions you achieved will be displayed for a short time. Actions displayed in red are positive, blue are negative.

❹ **SOUL GAUGE:** Amount of energy available to perform a Soul Surge. The gauge will decrease when Soul Surge is used.

❺ **BEST TIME / ELAPSED TIME:** Best Time is displayed only if you have previously completed the Mission.

SOUL SURGE

If your Soul Gauge is at least 20% full, Sonic will be able to perform a special move known as the Soul Surge. When you see an enemy ahead, press the B Button and flick the Wii Remote to trigger the blazing attack move! You can keep this up as long as you have something left on your Soul Gauge. If you wish to suspend this attack, press the B Button at any time.



FAIRIES

You can expect something special when you find a fairy. There are many of them along the way, and they can be identified by the color of their glow. Simply touch them to gain the effect.

RED FAIRIES	Gain power on your Soul Gauge.
YELLOW FAIRIES	Add ten Rings to your total.
BLUE FAIRIES	Increase running speed on land or zoom up/down in midair.
PURPLE FAIRIES	Flick the Wii Remote at the right time to blast forward.

RING CONTAINERS

Rings can be found in various places throughout this adventure. Running through groups of barrels and pots or picking up brown sacks will add a few more to your total.

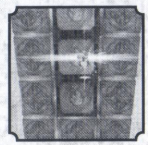
TREASURE CHESTS

Common items are picked up by defeating enemies, but some of the valuable ones are found inside treasure chests. Simply touch the treasure chest to pick up the item. Like all other items, it does not have an immediate effect, and must be identified at the Item Identification screen (p.15).

CORNER POLES

Use poles to move you along the path, all while gaining speed and collecting fairies. Simply jump towards a pole and Sonic will automatically swing around to gain momentum.

BREAKABLE BLOCKS

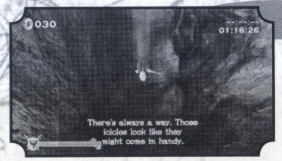


Big square blocks that are placed in your path can be destroyed with your sword. Some blocks will explode when they break, so quickly jump backwards once you hit them.

MYSTERY CIRCLES

Strange circles that appear on the ground and walls are in fact switches that trigger something in the stage. Simply touch the circle to see what it can do.

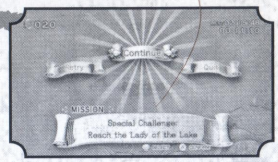
Vimm's Lair



BOTTOMLESS PITS

Depending on the Mission, there are places where you can fall endlessly into a bottomless pit. This is also considered a failure, forcing you to return to an earlier point in the stage and try again .

PAUSE MENU



Press the + Button during the Mission to pause the game. Move the cursor with the Control Stick/+Control Pad left and right to select one of the following options from the Pause screen.

RETRY	Restart the current Mission. The Timer (Elapsed Time) will reset to zero.
CONTINUE	Resume the current Mission.
QUIT	Quit the Mission and return to the Mission selection sequence.

RESULTS SCREEN

When you reach the end of the stage, the Results screen will be displayed. The most important message is the top header, indicating whether the Mission was completed or failed. If you failed the Mission, press the + Button to immediately retry the same Mission.

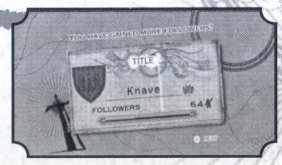
The following can be found on the Results screen when you successfully clear a Mission:

★★★★★	A Maximum of five stars are awarded based on your performance. These stars will be used to level-up your combat style (p.11).
TOTAL SCORE	A score based on your overall gameplay.
KNIGHT'S HONOR BONUS	A bonus score earned by honorable behavior, such as not attacking foes from behind or harming the innocent townspeople.
FOLLOWERS	The number of townspeople who support Sonic increases based upon your performance. If you've previously played the Mission, this number will be the total followers you gained from all of your tries.

MISSION-SPECIFIC RESULTS

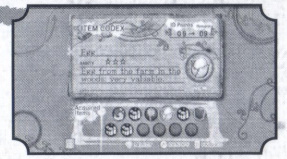
Depending on the objective of the Mission, the third Mission-specific result (such as **KNIGHT'S HONOR BONUS** highlighted above) will vary by your Mission.

TITLE



Your popularity can be checked immediately after the Results screen. The number of followers increases, which can improve your title when you gain enough people. Improving your title as a knight allows you to increase your skills, and more townspeople will cheer you on (wave at you) during missions.

ITEM IDENTIFICATION



As a reward for completing the Mission, you're given an amount of ID Points based on your performance to reveal the unknown items you've picked up. Select an item from the bottom of the screen and press the A Button to identify the item. You cannot cancel identification once it is revealed, and any items you could not identify here will be discarded. If you are short on ID Points, choose your next item wisely.

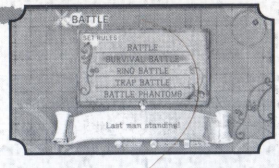
ITEM TYPES

WEAPON	Weapon and Armor items are used to produce new weapons by the Blacksmith (p.11). New weapons can only be equipped by your supporting characters who are introduced later in the story.
ARMOR	
MEDICINE	Medicine items can be equipped as Equipment (p.11) to make you immune from certain types of damages.
NECKLACE	Necklaces can be equipped with certain effects. Some of them hold negative effects.
BOOK	Books can be equipped to reduce the cost of identification or unlock one of the Books found in the Gallery Mode (p.19).
FLOWER	Various collectable items. Some may be useful for producing new items.
GAME PIECE	
PRECIOUS STONE	
SACK ITEM	
RINGS	Collectable rings are used to produce new items by the Blacksmith. Try to collect all of the secret rings!
PRESENT BOX ITEM	Special items found in selected areas can be used to produce new items by the Blacksmith.

Vimm's Lair

BATTLE MODE

RULE SELECT



First, select a rule for a multiplayer battle from the available choices. Battle rules that are still hidden will be made available whenever you make progress in Adventure mode. When the battle rule is decided, Player 1 must select the rule and confirm the selection to proceed to character selection.

BATTLE

The winner is decided by the number of opponents you eliminate.

SURVIVAL BATTLE

The last player to survive the battle is the winner.

RING BATTLE

The player with the most Rings at the end of the battle wins.

GOBLET BATTLE

The player who holds on to the Goblet for a certain period of time is the winner.

EVASION BATTLE

Avoid the Grim Reaper at all costs!

TRAP BATTLE

The winner is decided by the number of opponents you eliminate with available traps.

BATTLE PHANTOMS

The outcome of this battle is decided by the number of enemy knights you slay.

SUDDEN DEATH

This elimination match is played with zero Rings.

BATTLE GIANTS

Players will cooperatively defeat the giant enemy knight against the clock.

BATTLE 100

Players will cooperatively take on 100 enemy knights against the clock.

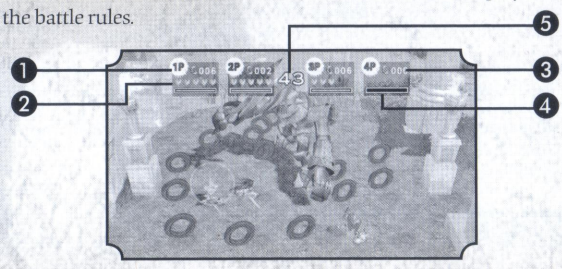
CHARACTER SELECT

Each player will select their player character with their cursor or Pointer, which is color-coded based on the assigned player number. Once the character is selected, you can adjust the value of your Rings, as well as your number of lives and the charge level of the Soul Gauge with the Control Stick/+Control Pad (left/right), depending on the rules.

When all of the players have set up their own character, Player 1 must press the A Button to proceed to the stage selection and decide where the battle will take place.

GAME SCREEN

The screen shows one of the battles in Battle mode. Note that display items will vary by the battle rules.



❶ **PLAYER NUMBER:** The assigned number for each player.

❷ **NUMBER OF LIVES:** One heart icon represents one life.

❸ **NUMBER OF RINGS:** Taking a hit when there are zero Rings will cause you to lose one life or eliminate you from the competition.

❹ **SOUL GAUGE:** The amount of energy available to perform a Soul Surge (special move).

❺ **REMAINING TIME**

PLAY TIPS

Battles are played in a top-down 2D view, but the basic controls remain consistent with Adventure mode. A maximum of ten Rings will drop on the playing field per hit, which can be taken by other players to increase their totals. Pressing the B Button allows you to perform a Soul Surge, but unlike Adventure mode, your Soul Gauge will not be recharged by attacking foes during the battles.

Vimm's Lair

RANKING MODE

ONLINE CONNECTIONS

A high-speed (broadband) Internet connection and a wireless network device is required if you wish to access Ranking mode. To connect the Wii console to the Nintendo Wi-Fi Connection, select "Internet" from the Wii System Settings and set up your Connection Settings.

- To use Internet enabled Wii™ games, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Wii. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Wii.
- To complete the Nintendo Wi-Fi Connection setup, you will also need access to a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo Wi-Fi or setting up your Wii visit www.nintendowifi.com (USA, Canada, and Latin America) or call 1-800-895-1672 (USA/Canada only).

FRIEND CODES

A personal Friend Code for this game will be displayed on your screen when you access Ranking mode. When you access this mode for the first time, press the 1 Button to update your screen to display your twelve-digit code. Until you exchange Friend Codes with a friend and register them, your user name will not appear on each other's Friend Rosters and Friend Ranking. A maximum of 20 friends can be registered to your Friend Roster.

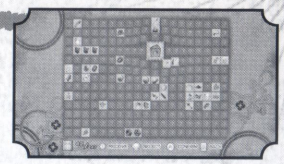
RANKING

When the Mission is cleared, your score and relevant player information will be transferred via Nintendo Wi-Fi Connection. Once this process is completed, the current Ranking screen will be displayed with the following categories:

NEAR YOUR RANK	List of twenty players with scores closest to yours.
TOP 20	List of the top twenty scorers will be displayed.
FRIEND RANKING	Ranking which consists only of friends registered in the Friend Roster.

TREASURY MODE

INVENTORY



All of the items you acquired and identified in Adventure mode will be displayed in this inventory. Select an item with the cursor or Pointer and press the A Button to read the details of each.

RARITY LEVEL

DESCRIPTION

ITEM NAME

TOTAL NUMBER IN POSSESSION

SENDING AND RECEIVING PRESENTS

Some items you have in your inventory can be sent to other *Sonic and the Black Knight*™ players via Nintendo Wi-Fi Connection, as long as they are registered in your Friend Roster. If you press the 2 Button while the item description is open, the game will access your Friend Roster where you can choose the lucky person who will receive one of your items. To receive the presents that were sent to you, close any open item detail windows and press the 1 Button.

RULES AND RESTRICTIONS

A maximum of ten items can be selected as presents for a three day period; each item will be posted individually for three days regardless of whether the other player picks up the present or not. Once the transaction is completed, the recipient will gain an item, and the giver will lose the item he/she offered.

NOTE: You can receive a maximum of 30 items in a three-day period. Additional items cannot be received and new sent items will be lost.

DELIVERY WINDOW

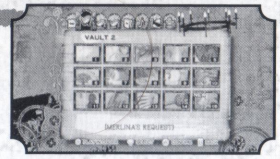
All of the presents you've sent will appear on the top right portion of your inventory. Icons of the items will appear clockwise, in the order they were delivered. If you already have ten icons displayed, a waiting time will also indicate when your next transaction can be made.

In Ranking and Treasury modes, the **Purple Ring** displayed at the bottom of the screen indicates that the game is transferring data; the **Yellow Ring** indicates that the player's information is being autosaved.

Vimm's Lair

GALLERY MODE

SELECTION SCREEN



There are eight vaults that you can peruse in Gallery mode. Select the tabs displayed on the top of the screen to see how many items are unlocked in each Vault. Items displayed as "NEW" are newly acquired items that are still untouched.

Press the A Button to browse and replay each item in the Vault; press the B Button to return to the selection screen.

GALLERY CONTENTS

ILLUSTRATIONS	View concept art on characters and environments.
MOVIES	Replay all of the movies/cut-scenes and action scenes you've seen in Adventure mode.
BOOKS	A source to familiarize yourself with King Arthur's legendary stories, as well as our hero and the supporting cast.
BACKGROUND MUSIC	Listen to the background music of different stages and scenes.
BANNERS	Check all of the banners you've earned from various accomplishments.
VOICE OVERS	Listen to the voice acting and self-introductions of the voice actors.

NOTE: There are three sections on Movies in this gallery.

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- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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Vimm's Lair